

Requirements:

- You need VitaShell; rePatch and NoNpDrm plugins installed on your Vita.
- Make sure your game is updated to the latest version.
Obtain data0.psarc, data1.psarc, data2.psarc:
- Navigate in VitaShell to gro0:app/PCSG00042/ for the physical version or ux0:/app/PCSG00042 for the digital version.
- While hovering over the PCSG00042 directory press Triangle followed by X for the option to open it decrypted.
- Press select to enable FTP and use your favorite FTP client to transfer the files to your PC (e.g. FileZilla).
- (Do not attempt to copy the files via USB. It will not work.)
- Copy the following files to your PC: data0.psarc, data1.psarc, data2.psarc.
Obtain data.psarc, eboot.bin:
- Navigate in VitaShell to ux0:patch/PCSG00042/.
- While hovering over the PCSG00042 directory press Triangle followed by X for the option to open it decrypted.
- Press select to enable FTP and transfer the files to your PC.
- Copy the following files to your PC: data.psarc, eboot.bin.
On your PC use xdelta.exe to patch the files with the .xdelta files of the same name:
- Patch - Path to XXX.xdelta.
- Source File - Path to original decrypted files.
- Output File - Path to new patched files.
- Do this for data0.psarc, data1.psarc, data2.psarc, data.psarc, and eboot.bin.
Apply the patch files:
- Create a directory titled PCSG00042 and store all the newly patched files into that folder.
- Transfer the patched directory back to your vita via FTP

or USB and place them in ux0:rePatch/.

- The end result should look like this

```
ux0/  
|-rePatch/  
|  |-PCSG00042/  
|  |  |-data.psarc  
|  |  |-data0.psarc  
|  |  |-data1.psarc  
|  |  |-data2.psarc  
|  |  |-eboot.bin
```

You can also find the patched files here (ready to copy over to ux0:rePatch/).